UNIVERSITY OF SOUTHAMPTON

Applying Gamification to Teaching Cyber Security

By

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Second Examiner: TBA

A project progress report submitted for the award of BSc Computer Science

Department of Electronics and Computer Science

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Abstract

To write near the end / later on

Statement of Originality

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ECS Statement of Originality Template, updated August 2018, Alex Weddell aiofficer@ecs.soton.ac.uk

Contents

1 Introduction

Introduction here, problem statement, hypothesis and research question - Also serves as an enhanced project description (development of the brief above) Citation examples: Two items are cited: Bada & Nurse (2019) and Tioh et al. (2017),

1.1 Problem Statement

Despite the existence of many cyber security awareness programs, there is still a lack of widespread cyber security training in a world where the number of people interacting with technology is ever increasing.

Write hypothesis / research question here

1.2 Goals for this Project

Write briefly about goals and scope of project here

2 Literature Review & Research

A report on the background research and literature search

2.1 The Problem with Current Cyber Security Training Programs

2.2 Difficulties that Pre-Existing Cyber Security Games Face

2.3 Why Use a Game-Based Learning Approach?

2.4 A Brief Analysis of Pre-Existing Educational Cyber Security Games

2.5 A Review of Riskio

2.6 A Review of Ashell's Gamification Toolkit

3 The Proposed Final Design

3.1 Title of Game Idea Here

Write about initial/final idea here and attached game design template

3.2 A Justification of this Approach

3.3 An Account of the Work to Date

4 Future Work

4.1 Remaining Work

Plans for second half/winter term

4.2 Gantt Chart Illustrating Progress & Goals

Insert gantt chart here

5 Risk Assessment

Write a table of risks here

6 Bibliography

Bada, M. & Nurse, J. R. (2019), 'Developing cybersecurity education and awareness programmes for small-and medium-sized enterprises (smes)', *Information & Computer Security* .

Tioh, J.-N., Mina, M. & Jacobson, D. W. (2017), Cyber security training a survey of serious games in cyber security, *in* '2017 IEEE Frontiers in Education Conference (FIE)', IEEE, pp. 1–5.

7 Appendix

Stuff to add to Appendix